

SEGA®

FANTASY ZONE GAME INSTRUCTIONS

(for 1 or 2 players)

© SEGA 1986

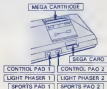
SEGA ENTERPRISES, LTD.

★ READ THIS BEFORE YOU START ★

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- 1 Make sure that the POWER SWITCH is "OFF".
- 2 Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
- 3 Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- 4 After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



ROUND 1 PLALEAF (PLANET OF GREENERY)



Long ago, far away in space there existed a "FANTASY ZONE" where a courageous hero called OPA-OPA (the player) fought in a valiant cause to rescue the "FANTASY ZONE" from its enemies. In the space year 5,216, the Interplanetary Monetary System collapsed, causing all of the planets to become panic-stricken. According to an official inquiry made by the SPACE GUILD, someone is leading the MENOW PLANET forces, using them to steal the foreign currencies of the other planets, and with the funds, construct a huge fortress in the "FANTASY ZONE". To put an end to their ambitious plans, OPA-OPA promptly takes off for the "FANTASY ZONE" where



MOOCOLON

This is an enemy on the ground. It keeps running towards the player, but is cowardly.



GULI-GULI

It's very flabby and flies with its arms (which turn into wings) flapping.



SOURTHAM

A scissorlike type enemy, it comes towards the player.



BOTTACO

While stretching and withdrawing its legs in up/down, right/left and diagonal directions, it approaches the player and fires a weapon from its outstretched legs.

ROUND 2 TABAS (PLANET OF FIRE)



THAYA-THAYA

3 twisting balls circling in the air.



C-SOUL

Comes towards the player by turning.



A-SWORM

While maneuvering in 16 directions, this follows OPA-OPA around.

BASE



In each planet, when all of the BASES are destroyed, a huge creature will attack the player. Destroying it will advance the player to the next planet!



BOTELYNN

Fires projectiles from the tip of its tail.



CHAMBA

Flapping its wings, it disappears into the air.

ROUND 3 LA DUNE (PLANET OF SAND)



COULON

Can make minute turns like a fly.
Ejects missiles from its wings and
bodily attacks the player.



GORO

Comes rolling by and stops. Then,
it goes up and fires.



PATA²

With its mouth open wide, it propels
itself towards OPA-OPA.

BASE



ONYAMMA

While inflating and deflating, it
shoots at you.



BONT

When stretching and shrinking up-
wards and downwards, it heads
in the direction of the player.

ROUND 4 DOLIMICCA (SUPER PLANET)



POYON

Eyeballs revolving on the perimeter of a body. It changes in size and launches various projectiles.



SHATBOO

Approaches the player while opening and closing its wings.



F-ZAB

Comes flying by making turns and shooting.

BASE



SOUEL

Transforming itself from a circle to a square, it fires weapons.



FLOWEYE

Comes zooming in at OPA-OPA.

BASE



ROUND 5 POLARIA (PLANET OF ICE)



JERRY

While enlarging and then becoming smaller, it heads for the player.



M.F.

Is a fish type enemy which attempts to fend on you.

In addition to these, SOUTHAM (PLANET OF GREENERY), SONT (PLANET OF SAND) and COULON (PLANET OF FIRE) also assault OPA-OPA.

BASE



ROUND 6 MOCKSTAR (PLANET OF CLOUDS)



BILLIAN

While turning, it discharges its arms and alters itself into another figure.

Also, JERRY (PLANET OF ICE), ASWORM and BOTELYN (PLANET OF FIRE), and SQUEL (SUPER PLANET) will appear.

BASE



ROUND 7 POCARIUS (PLANET OF WATER)



REGAL

A hard working type creature which lands on the player.

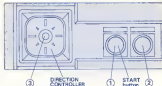
Other than REGAL, C-SOUL (PLANET OF FIRE), PATA¹ and POYON (PLANET OF SAND), and M.F. (PLANET OF ICE) also enter into the battle.

BASE



Herein, a number of huge monstrous creatures live. Unless they are hit with several shots, they can not be destroyed. Skillfully select the parts to increase your POWER and fight against them. You will have to find out by yourself just what these alien beings actually are like....

★ WHEN PLAYING BY USING THE CONTROL PAD ★



- ① SHOOT BUTTON } For continuous firing, keep the button pressed down.
② BOMB BUTTON }

③ Manuevers GPA-GPA. (✖)

Move to select parts at the PARTS SHOP (+).
Position → to choose items in the PARTS SELECT scene ([])

① or ② PARTS SHOP (purchase) button
PARTS SELECT button

For PARTS SHOP and PARTS SELECT details, see pages 18 to 21.

★ HOW-TO-PLAY ★

• PURPOSE OF THE GAME •

Destroy the huge creatures and all the BASES on the planet in an effort to save the "FANTASY ZONE". by capturing the coins needed to purchase additional POWER.

• GAME OVER •

The number of standby OPA-OPAs (the player's spaceship) is 3. When a total of all 3 of the allotted OPA-OPAs are lost, the game is over.

• STARTING •



1 UP
(Score of Player 1)

TGP
(High score to date)



3 UP
(Score of Player 2)

For 2 players, push the START button of CONTROL PAD 2.

For 1 player, push the START button of CONTROL PAD 1.

< For 1 player >

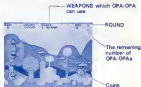
You as OPA-OPA, are the only one who can save the "FANTASY ZONE". There are various enemies along the way which you will encounter. Utilize the POWER-UP parts (see pages 18-21) to give you the edge in your battle against them.

< For 2 players >

Which one, you or your friend, will be able to bring peace to the "FANTASY ZONE" ?



The entire planet can not be shown on the screen at one time. Manipulate the Direction Controller(←), and the screen moves to the right and the left. Now the rest of the planet starts to become visible.



1 OPA-OPA's SAVINGS ACCOUNT

Capture as many coins as possible so that you may buy the POWER-UP parts.

There are 3 different size coins, with the larger ones being more valuable.

" PARTS SHOP "



SPEEDUP PARTS

- BIG WINGS**
(Makes the speed slightly faster)
- JET ENGINE**
(— even faster)
- TURBO ENGINE**
(— very fast)
- ROCKET ENGINE**
(extremely fast)

WEAPON 1 ARMAMENTS

- Use Button ① —
- WIDE BEAM**
- LASER BEAM**
- 7-WAY SHOT**

During the game, this illustrated mark appears. Capturing it enables you to proceed to the PARTS SHOP scene and purchase the POWER-UP parts and armament within the limits of your savings account.



1. By using the Direction Controller ③, move the screen ← and locate the desired item.
2. By using ③ | → |, move  to the desired part or armament.
3. When  clicks, push ① or ②.

By repeating the 1-3 procedure, parts can be purchased. When **SOLD OUT** appears, that particular item can not be bought.

Note:

Even if you have a large amount of unspent money, when sufficient parts have already been purchased, return  to **EXIT** and push Button ① or ②.

Proceed next to the PARTS SELECT scene.

WEAPON 2 ARMAMENT

- Use Button ② —

TWIN SOMS

(Two bombs dropped

consecutively)

SMART SOMS

(Destroys all of the on-screen enemies at one time)

FIRE SOMS

(Destroys all of the enemies in a horizontal direction.)

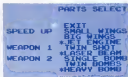
HEAVY SOMS

(Destroys all of the enemies in a vertical direction.)

" PARTS SELECT "



After purchasing parts & armament in the PARTS SHOP scene as previously mentioned, proceed next to the PARTS SELECT scene.



Initially, before being reinforced with the POWER-UP PARTS & ARMAMENT, items such as SMALL WINGS, TWIN SHOT and a SINGLE BOMB are used.

No matter how many parts have been purchased as per the above, only one each from the respective categories of SPEEDUP, WEAPON 1 and WEAPON 2, is usable. Let's select one from each group.

1. By using the Direction Controller (⑧ (I)), move ◀ beside the desired item and then push ① or ② (the * mark appears beside what you have selected.)
2. When 3 have been selected, repeat the above procedure, and move ◀ beside EXIT by using the Direction Controller (⑧ (I)) and then push Button ① or ②.

Now, with the POWER-UP parts and armament, you are ready to continue the game!

Note: When one DPA-DPA is lost, all of the goods purchased will disappear.

Buy them again in the PARTS SHOP scene when you have sufficient savings.



During the game, after acquiring POWER-UP parts and armament, this mark appears. Capturing it will also enable you to proceed to the PARTS SELECT scene.

There, items can be selected again out of the previously purchased POWER-UP parts.

★ SCORES ★

An enemy	100 points
BASE	1,000 points
Huge creature	10,000 points

★ BONUS ★

After clearing 5 rounds, the following points are added as a BONUS.

- The remaining money units \times 10 points.
- The remaining number of players \times 1,000,000 points

★ ADVICE FROM PROFESSOR PLAYOR ★

- After starting the game, the earlier the enemies are destroyed, the higher the coin's B value is.
- During the actual game, master how to evaluate the effectiveness of each of the POWER-UP parts and items!



★ HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE ★

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM

— For Proper Usage —

Do not get wet!

Do not bend!



Do not expose to direct sunlight!



Do not place near any high temperature source!



Do not subject to any violent impact!



Do not damage or disfigure!



Do not expose to thinner, benzene, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.

★ SCOREBOOK ★

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					

★ SCOREBOOK ★

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					

NAME					
DATE					
SCORE					